SEGA®
GENESIS®

Mystic Defender™

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1 only.

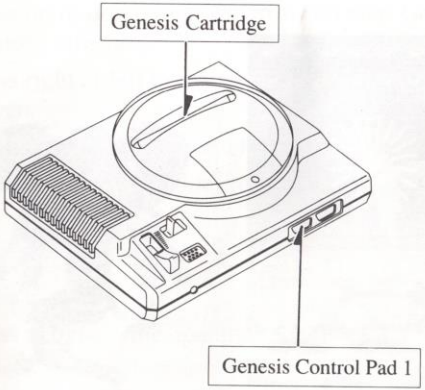
2. Make sure the power switch is OFF.

3. Insert the Mystic Defender Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.

4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Control Pad 1.

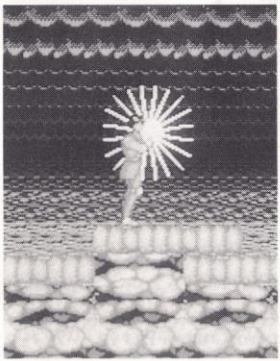


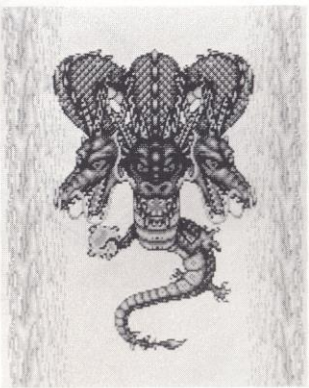
Mystic Defender™

Evil is at it again! Zareth, the Devil's Disciple, has cooked up a fiendish plot to bring Zao back to life. Zao is the wickedest wizard in the universe. He is the Emperor of Evil! If he returns, his strength will be beyond imagination. He'll be able to conquer the world and make all things in it his evil slaves.

You, Joe Yamato, are the only one with enough skill and power to stop Zareth. Get yourself to Zao's stronghold, Azuchi Castle, and hurry! The beautiful Alexandra is Zareth's prisoner there, and she is about to face a terrifying ordeal. Zareth plans to steal her soul in order to bring Zao back to life!

Your road is treacherous, full of monsters and evil beings with surprising powers. No one knows what terrors you'll meet, or if you'll be able to survive. You begin the hardest challenge of your life. But you face it with something special — Magic!

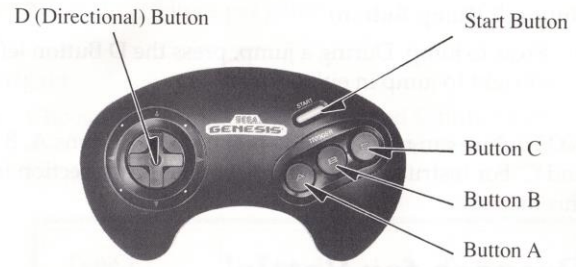




Take Control!

Mystic Defender is a 1 Player game using Control Pad 1 only. Learn how to use your Control Pad before beginning play.

Control Pad Buttons



D (Directional) Button

- Press up or down to move arrow on Start Game and Options screens.
- Press right or left to change options on the Options screen.
- Press right or left to make Joe walk right or left.
- Press down to make Joe crouch.

Start Button

- Press to start game.
- Press to bypass the opening sequence.
- Press to enter selections on the Options screen.
- Press to pause game during play. Press again to resume play.

Button A (Select Button)

- Press to select your Magic.

Button B (Shot Button)

- Press to swirl or throw your Magic. When swirling Flame Magic, press the D Button up and left or right to sweep through those directions.

Button C (Jump Button)

- Press to jump. During a jump, press the D Button left or right to jump in either direction.

NOTE: You can rearrange the functions of Buttons A, B, and C. For instructions, see the Options Screen section in this manual.

Prepare for Battle!

Watch the opening sequence as Azuchi Castle rises from the deep and Joe Yamato gathers his Magic. Then, at the Title screen, press the Start Button. The Start Game screen appears.

Press the Start Button again to begin play. Or use the D Button to move the arrow to Options and press the Start Button. The Options screen appears.

Options Screen

Use the Options screen to gear up for the battles ahead. Move the arrow up and down to select an item. Then press left and right on the D Button to change the setting.

Level

- Choose a game difficulty level: Easy1, Easy2, or Normal. As game levels increase in difficulty, the enemy onslaught gets worse! In each level you also have a different number of lives per game:

Easy2	5 lives per game
Easy1	4 lives per game
Normal	3 lives per game

Trigger

- Choose the settings for the A, B, and C Buttons on the Control Pad. You can choose from Type 1 through Type 6:

Type 1 A Select B Shot C Jump	**Type 3** A Shot B Select C Jump	**Type 5** A Jump B Select C Shot
Type 2 A Select B Jump C Shot	**Type 4** A Shot B Jump C Select	**Type 6** A Jump B Shot C Select

Music

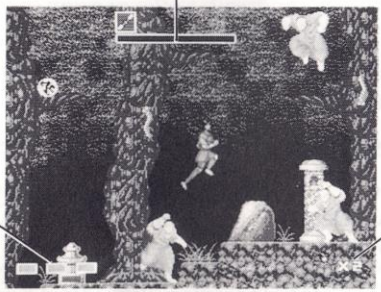
- Choose a game sound.
- Press the Start Button to preview the sound.

Exit

- Press the Start Button to return to the Start Game screen. Then press the Start Button again to begin play.

The Point of No Return

You are Joe Yamato, possessor of powerful Magic. You must battle your way to Azuchi Castle, facing hordes of fierce, slimy creatures who will try to stop you any way they can! You must get into the Castle and destroy Zareth before he destroys Alexandra and resurrects the insanely criminal magician Zao, the Emperor of Evil!



You start out carrying Psycho Magic. You gain other Magics as the battle goes on. Select your Magic by pressing your Select Button (Button A) and swirl or throw it by pressing the Shot Button (Button B). Press the Jump Button (Button C) to hurdle enemies and obstacles and to leap to high places. Press the Shot Button while jumping for high shots. Press the D Button to aim your shots left, right, and high or low, and to twist and whirl while jumping.

NOTE: You can rearrange the functions of Buttons A, B, and C. For instructions, see the Options Screen section in this manual.

Pause and Resume Play

Press the Start Button during a game to pause the action. Press it again to resume play.

Survival!

During battle you will be injured by enemy punches and weapons. You start each game with 3, 4, or 5 lives (depending on your setting) and 3 Life Packs per life. As you get injured, your Life Packs disappear. When all 3 Life Packs are gone, you lose a life. You will revive as long as you have lives left. When all your lives are gone, the game ends.

During your skirmishes with the enemy, pick up bonus items that help you stay alive. Grab these items by running over them or springing up to snatch them from high places. Learn to climb by leaping and turning so you can reach all items.

Strength (Blue): Increases your Life Pack by one box.

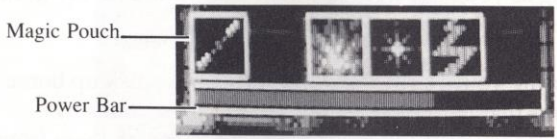
Life: You gain another life.

Power (Red): Speeds up the Power Bar so you can use your Magic more rapidly. This stays with you until you lose your current life.

Magic

You are a feared warrior, thoroughly skilled in combat. Besides your fighting skills, you have 4 special weapons of extraordinary power. These weapons are Magic!

You begin the battle carrying Psycho Magic. Other Magics appear as you push further into danger. The Magic on the far left of the Magic Pouch is the one you're using. To change Magics, press the Select Button until the one you want is on the far left.



Hold down the Shot Button to increase the power of your Magic. The Power Bar starts to fill up. The fuller the Bar is when you release the Shot Button, the more destructive your Magic will be. All your weapons have different levels of destructive power.

Psycho Magic
By mental concentration you form a ball of radiant power in your hands. The longer you concentrate (hold down the Shot Button) the larger the ball becomes. When the Power Bar is full, the ball splits into 3 globes. Release the Shot Button to shatter your enemies with this Magic!

Flame Magic
Appears at the end of Round 1. Concentrate to envelope yourself in a fiery cloud. Release the power to scorch your attackers with a long, hot flame. While shooting, press the D Button left, right, and up to burn enemies all around you.

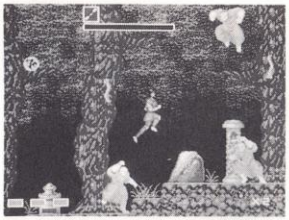
Sonic Magic
Appears in Round 2. You hold 6 balls of power that fly in 6 directions at once, blasting the enemy to smithereens. At maximum power, 4 of the balls ricochet around the area, smashing into enemies with destructive force.

Thunder Dragon Magic
Appears in Round 3. Concentrate to assume the unstoppable power of the Dragon. Release and burn all enemies on screen with flaming columns of power.

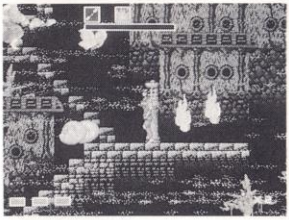
Eight Battle Rounds

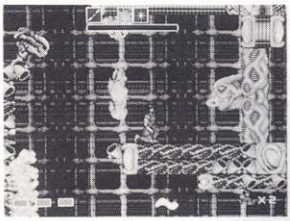
You must struggle through 8 battlefields to save Alexandra. In each round, different vile creatures and death machines wait to demolish you!

Round 1: The Forest
Weird, evil creatures attack you in this dark, crowded jungle. Be quick with your jumps and Psycho Power to get through fast!



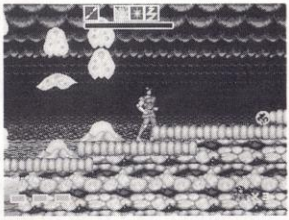
Round 2: Staircase Maze
Find the exit — it's not at the top of the stairs! Hurdle the gaps to stay alive. Watch for the signal before the Specter attacks!

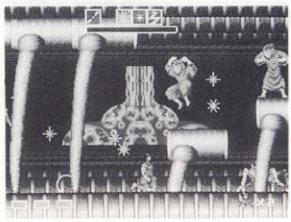




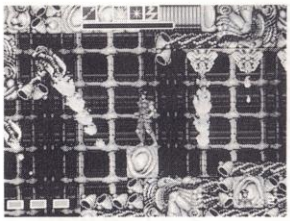
Round 3: The Fiends' Machine Room
Climb the machines to advance. Dodge the flames or you won't get out alive. Destroy all enemies so you can escape.

Round 4: Lava Lake
Leap the hot rocks, but don't slip. One false move slides you into the fiery lava! The Six-Faced Phantom attacks. Destroy his first 3 faces to gain Dragon Thunder Magic.



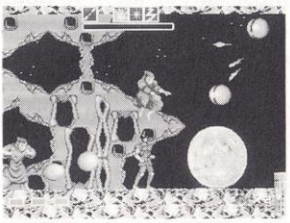


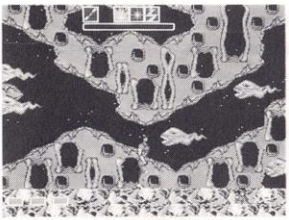
Round 5: The Spider Pit
Monstrous spiders bound towards you. With amazing speed they stack themselves into Death Worms! The last Death Worm is the most horrible!



Round 6: The Ghosts' Machine Room
This level is infested with Ghosts. They're tricky and hard to catch. Destroy them all or you won't escape!

Round 7: The Elevator Maze
Escape from one room to the next in the elevators (use the D Button). Remember where you've been and how you got there. Don't retrace your steps or you'll never get through the maze.





Round 8: Zao's Lair
Zareth is a menace, but Zao is terrifying! Stay strong! Destroy Zao and be rewarded with Alexandra's love!

Continue Game Screen

Beginning with Round 2, when you lose all your lives and the battle ends, the Continue Game Screen appears. A countdown begins at 9. With the arrow pointing to Yes, press the Start Button during the countdown to continue the game from the last round you played. When the countdown reaches 0, the game stops and you must start again from Round 1. Move the arrow to No and press the Start Button to exit the game before the countdown ends.

There is no score in Mystic Defender.

Staying Alive!

- Figure out which Magic is best for every skirmish — you have 4 different Magics for a reason. Be smart, and you'll succeed.

- Work on your jump, turn, and attack skills, and perfect your timing. Remember, you are a great warrior — and that takes practice!

- Learn the shortcomings of your enemies, and how to destroy them quickly. Watch their moves and stalk them carefully. Rushing into new areas can be dangerous!

Scorebook

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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